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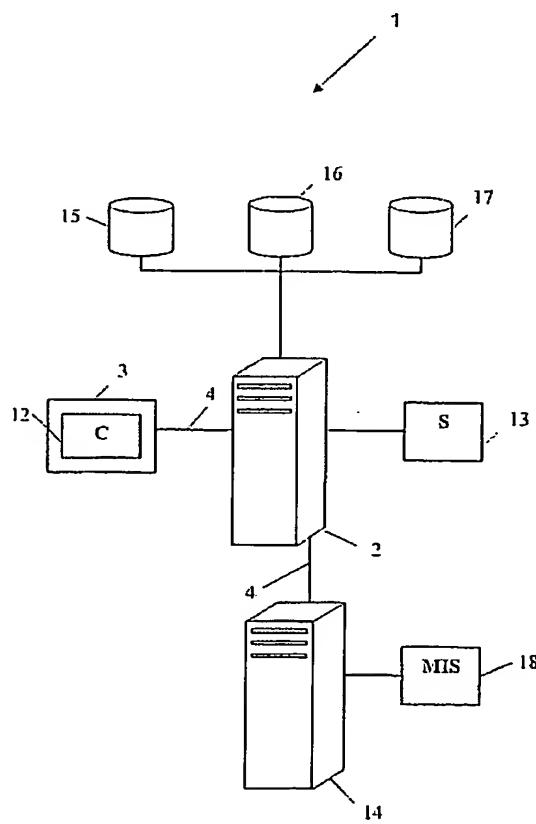
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(54) Title: GAMING SYSTEM WITH WAGER LOCATION



(57) Abstract: A gaming system comprises a gaming server, one or more player stations and a communication network capable of providing communication between the gaming server and each player station. Each player station is located remotely from the gaming server and is capable of rendering to a player a simulation of one or more games of chance and of enabling the player to place a wager on a turn of any one of the games of chance. The gaming server records transaction data relating to each wager placed by a player on each turn of any of the games of chance, the transaction data including the size of the wager, the time and date of the wager, an outcome of the turn of the game of chance, a geographic location of the player station on which the wager was placed by the player, and a status of the wager. The status of the wager is either successful if the outcome of the turn of the game is a favourable outcome, and unsuccessful if the outcome of the turn of the game is not a favourable outcome. Each player station has a unique identification code, and the system includes a player station database in which the geographic location of any player station is stored, indexed by unique identification code.



SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ,  
GW, ML, MR, NE, SN, TD, TG).

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